



## DEPARTMENT OF THE INTERIOR

### Bureau of Indian Affairs

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### Indian Gaming; Approval of Tribal-State Class III Gaming Compact in the State of Wisconsin

**AGENCY:** Bureau of Indian Affairs, Interior.

**ACTION:** Notice.

**SUMMARY:** This notice publishes the approval of the Third Amendment to the Sokaogon Chippewa Community and the State of Wisconsin Gaming Compact of 1991 (Amendment) providing for Class III gaming between the Sokaogon Chippewa Community (Tribe) and the State of Wisconsin (State).

**DATES:** The Amendment takes effect on [INSERT DATE OF PUBLICATION IN THE *FEDERAL REGISTER*].

**FOR FURTHER INFORMATION CONTACT:** Ms. Paula L. Hart, Director, Office of Indian Gaming, Office of the Deputy Assistant Secretary – Policy and Economic Development, Washington, DC 20240, [paula.hart@bia.gov](mailto:paula.hart@bia.gov), (202) 219–4066.

**SUPPLEMENTARY INFORMATION:** Under section 11 of the Indian Gaming Regulatory Act (IGRA), Public Law 100–497, 25 U.S.C. 2701 *et seq.*, the Secretary of the Interior shall publish in the *Federal Register* notice of approved Tribal-State compacts for the purpose of engaging in Class III gaming activities on Indian lands. As required by 25 CFR 293.4, all compacts and amendments are subject to review and approval by the Secretary. The Amendment permits the Tribe to engage in on-reservation remote and retail event wagering consistent with the Tribe’s minimum internal control standards and rules of play agreed to by the State and the Tribe. The Amendment makes technical amendments to update and correct various provisions of the compact. The Amendment is approved.

**Bryan Newland,**

*Assistant Secretary – Indian Affairs.*

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